

DAY	24T	Time	NR	PM	Reason
Day 1 [13/10/23] Friday	1200	12:00 PM	STARTEV	STARTEV	EVENT START
Day 1 [13/10/23] Friday	1245	12:45 PM	STARTEV	STARTEV	Game_Day_START
Day 1 [13/10/23] Friday	1329	1:29 PM		50	1x FOB assembled [LOCU]
Day 1 [13/10/23] Friday	1345	1:45 PM	-100		Players caught OOB, wrong coords for allowable FOB
Day 1 [13/10/23] Friday	1355	1:55 PM	50		1x FOB collapsed [LOCU]
Day 1 [13/10/23] Friday	1509	3:09 PM		100	Bases set up and locations given, 1x FOB (0) [50 given at 13:29] and 1 HQ (100)
Day 1 [13/10/23] Friday	1510	3:10 PM	200		
Day 1 [13/10/23] Friday	1615	4:15 PM		100	4 Jerry Cans returned to GCHQ (25x4)
Day 1 [13/10/23] Friday	1625	4:25 PM	100		Enemy HQ takedown, collapsed at B11
Day 1 [13/10/23] Friday	1638	4:38 PM	50		Enemy FOB collapsed at C9
Day 1 [13/10/23] Friday	1650	4:50 PM	75		3 Duffels returned to GCHQ (25x3)
Day 1 [13/10/23] Friday	1700	5:00 PM	ENDEX	ENDEX	Game_Day_STOP
Day 1 [13/10/23] Friday	x	x	375	250	Game Day Summary
DAY	24T	Time	NR	PM	Reason
Day 2 [14/10/23] Saturday	1031	10:31 AM	STARTEV	STARTEV	_Game_Day_START
Day 2 [14/10/23] Saturday	1115	11:15 AM		25	Spectre 1 Drops propaganda at Cemetery Gates
Day 2 [14/10/23] Saturday	1207	12:07 PM	NO DUFF	NO DUFF	Emergency Stop: High Winds, Trees falling 140 km/h [SMS GOV emergency warning] /NODUFF NODUFF NODUFF call for one hour
Day 2 [14/10/23] Saturday	x	x	375	275	Game Day Summary
DAY	0105	1:05 AM	ENDEX	ENDEX	_Game_Day_STOP
DAY	24T	Time	NR	PM	Reason
Day 3 [15/10/23] Sunday	0910	9:10 AM	STARTEV	STARTEV	_Game_Day_START
Day 3 [15/10/23] Sunday	0920	9:20 AM		50	Gold Skull returned from Fort Watch to GCHQ - Shadow / Spectre 1
Day 3 [15/10/23] Sunday	0925	9:25 AM	50		Silver Skull returned from Tank City to GCHQ - Omen / Mustang 2
Day 3 [15/10/23] Sunday	0930	9:30 AM		50	Bone Skull returned from Dark Forest to GCHQ - Jack / Apex 7
Day 3 [15/10/23] Sunday	1023	10:23 AM	75		HQ E9
Day 3 [15/10/23] Sunday	1026	10:26 AM		75	HQ A1
Day 3 [15/10/23] Sunday	1106	11:06 AM	50		Capture of Mission Objective Fort Watch
Day 3 [15/10/23] Sunday	1148	11:48 AM	100		Confirmed Flag Flying at Mission Objective Fort Watch
Day 3 [15/10/23] Sunday	1200	12:00 PM	PAUSEX		LUNCH call
Day 3 [15/10/23] Sunday	1300	1:00 PM	UNPAUSEX		END LUNCH
Day 3 [15/10/23] Sunday	1311	1:11 PM	50		Gold Skull Returned to Purple HQ (Digital Verify - SMS)
Day 3 [15/10/23] Sunday	1316	1:16 PM	50		Bone Skull returned to Purple HQ (Digital Verify - SMS)
Day 3 [15/10/23] Sunday	1330	1:30 PM		100	First Red Container returned to Gold HQ (Digital Verify - SMS)
Day 3 [15/10/23] Sunday	1334	1:34 PM		100	Second Red Container returned to Gold HQ (Digital Verify - SMS)
Day 3 [15/10/23] Sunday	1400	2:00 PM	**	**	New Orders not in briefs [PM to capture Oilfields and Tank City NR to capture Cemetery Gates and Day Chapel] ALL FORTS KILLED
Day 3 [15/10/23] Sunday	1505	3:05 PM	100		NR control Cemetery Gates
Day 3 [15/10/23] Sunday	1515	3:15 PM	**	**	New Orders ALL CAPTURE POINTS KILLED bar DAY CHAPEL (NR to CAPTURE Day Chapel) until endex
Day 3 [15/10/23] Sunday	1520	3:20 PM	**	**	New Orders ALL CAPTURE POINTS KILLED bar DAY CHAPEL (PM to DEFEND Day Chapel) until endex
Day 3 [15/10/23] Sunday	1600	4:00 PM		50	Held GOLD SKULL (Secondary Obj)
Day 3 [15/10/23] Sunday	1600	4:00 PM	ENDEX	ENDEX	Held DAY CHAPEL (Primary Obj)
Day 3 [15/10/23] Sunday	1600	4:00 PM	25		Bonus Playing Card KEPT (no death) SPADES - Preacher
Day 3 [15/10/23] Sunday	1600	4:00 PM	25		Bonus Playing Card KEPT (no death) CLUBS - CountZero
Day 3 [15/10/23] Sunday	1600	4:00 PM	25		Bonus Playing Card KILL (MOOSE) HEARTS - Preacher
Day 3 [15/10/23] Sunday	1600	4:00 PM		-25	Bonus Playing Card LOSS (Not giving playing card on death) DIAMONDS - Shadow
Day 3 [15/10/23] Sunday	1600	4:00 PM	ENDEV	ENDEV	
Day 3 [15/10/23] Sunday	1600	4:00 PM	925	875	New Resistance Wins